Solidity's code is encapsulated in contracts which means a contract in Solidity is a collection of code (its functions) and data (its state) that resides at a specific address on the Ethereum blockchain. A contract is a fundamental block of building an application on Ethereum.

POP vs OOP vs BOP

Sr.No.	Title	Short	Language	Details
1	Procedure Oriented Programming	POP	C-Language	Functions and Procedure
2	Object Oriented Programming	OOP	CPP / Java / C# Languages	Classes State & Functions
3	**Block Oriented Programming**	**BOP**	**Solidity Language**	**Contracts State & Functions**

Contract Declaration Flow:

Pragma:

Pragmas are instructions to the compiler on how to treat the code. All solidity source code should start with a "version pragma" which is a declaration of the version of the solidity compiler this code should use. This helps the code from being incompatible with the future versions of the compiler which may bring changes.

Contract:

The contract keyword declares a contract under which the code is encapsulated.

State variables:

State variables are permanently stored in contract storage that is they are written in Ethereum Blockchain.

A function:

Functions are code blocks that perform specific tasks for different input parameters without repeating lines of code. The most common way to define a function in Solidity is by using the function keyword, followed by a unique function name, a list of parameters (that might be empty), and a statement block surrounded by curly braces.

YouTube Link:

https://www.youtube.com/embed/5AmL611Kdl0

Solidity Source File

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Bibliography/References

https://spdx.dev/about/